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# DLC and Its Consequences Have Been a Disaster for the Video Game Industry



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With [Payday 3](#) and [Cities: Skylines 2](#) having questionable launches, one of the biggest complaints I've seen from both games, besides glitches and performance, is that they are also barebones compared to their predecessors.

It is thanks to DLC, their sequels must essentially become clean slates.

A higher number at the end of a series' title typically indicates that there's going to be **more**. Problem is, **there's too much** for the publishers to be comfortable with.

Making a worthy sequel means selling **EVERYTHING** (DLC included!) from the previous game, plus some.

Doing this under a standard AAA video game price tag (typically ~\$70 USD) is nearly impossible, considering that the total cost of the DLC from the previous installment far surpasses that.

- The total cost of Payday 2 with all DLC included is supposedly **\$97**
- The total cost of Cities: Skylines with base game, deluxe edition upgrade, and all major expansions and map packs, cost supposedly **\$186**
- The total cost of Sims 3 and all DLC is supposedly **\$439**

So publishers have the choice to just sell everything (+ DLC) from the previous game with its prices utterly nuked, or start from scratch.

From [an interview with former Payday dev, Simon Viklund \(bless\)](#):

"Maybe [Starbreeze] could have innovated more? It's playing to their strengths and their audience. It has a huge audience! It's the right thing to do. It's tough to compete with their own product the way that they do. **Payday 2 has so much content.**"

Yes, Payday 2 has a lot of content. A lot of content that could've also been in Payday 3, but doing so would've meant making everything in Payday 2 essentially worthless.

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